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Playing Well with Others: Case Studies in Cross-Campus Collaboration

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Playing Well with Others: Case Studies in Cross-Campus Collaboration

Bobby Hollandsworth
Clemson University Libraries
Cooper Digital Studio opens in May 2014
Clemson University and Adobe Systems agree to Creative Cloud access in the Spring of 2014
Creative Inquiry (CI) wants to take advantage of Creative Cloud, creates the CI Adobe Scholars
I propose that the Studio serve as a teaching space for the CI Adobe Scholars
What is Creative Inquiry (CI)

- Undergraduate research that pairs students with faculty
- Work in a team, up to 12 students with one faculty or staff member
- Research is geared around an issue or a problem that a student, faculty, or staff member initiates
- Students receive course credit and can participate for multiple semesters
- Provides students with real world research experience and faculty guidance
- Over 300 CI projects currently active
CI Adobe Scholars

- The Director of Creative Inquiry wanted 12 students to participate in the inaugural CI Adobe Scholars program
- She advertised for students to submit proposals
- 12 students are chosen based on their proposals
- These students will learn Adobe Photoshop, InDesign, Illustrator, and Premiere Pro
Creative Inquiry has a publication, *Decipher* which has always been a print only source

Published once a year in the Fall

Started in 2012 to inform the campus about CI projects

The CI Director wanted the publication to have an online presence, as well as print

The first cohort of CI Adobe Scholars would bring the publication online

The Adobe programs would help with this transition
The Stakeholders

 Creative Inquiry (undergraduate research)
 Clemson University Libraries
 Clemson Computing and Information Technology (CCIT)
 Clemson University Broadcast Productions
The Plan

❖ All stakeholders meet, a plan is hatched
❖ It is decided who will teach the various Adobe programs
❖ The classroom location (new Digital Studio in the Library)
❖ Tentative schedule and times
❖ Guest speakers and presenters (including Adobe)
❖ Field trips
❖ CI Adobe Scholars present their final projects to Adobe representatives
The Schedule

 chó CCIT trainer would teach Photoshop, InDesign, and Illustrator
 chó Premiere Pro would be taught by the Director of Broadcast Productions and myself
 chó A former faculty member from the English Department would speak about storytelling
 chó Clemson’s marketing strategist would come and speak about social media and having an online presence
 chó Toured the Clemson Social Media Listening Center and Broadcast Productions
CI Adobe Scholars
CI Adobe Scholars present digital projects to Adobe
The Outcome

- CI Adobe Scholars became proficient in the four Adobe programs
- They all wrote articles about their CI projects using InDesign
- Incorporated pictures, graphics, and embedded videos in their articles using Photoshop, Illustrator, & Premiere Pro
- Fall 2014 *Decipher* went online
- CI Adobe Scholars took their new Adobe knowledge back to their team and trained them on the four programs
Changes for the Future

What didn’t work

❖ New classroom, the Studio did not work
❖ Schedule was too loose (gaps in schedule)
❖ Needed firm deadlines to keep students accountable
❖ Students did not have pictures or videos of their projects which made assignments impractical
Changes for the Future

What did work

❖ Field trips were a hit, educational and useful
❖ Guest speakers added variety and expertise, especially Adobe speakers
❖ Hands on training worked well, students acquired the needed skills in each program
What made the collaboration work

- There was an immediate task at hand, no time to overthink it
- The CI Director picked a good group for collaboration, no egos or power struggles
- The goal was clear - transform *Decipher* from a print source to online using Adobe programs that were taught to 12 students
Check out Decipher

http://www.clemson.edu/academics/programs/creative-inquiry/program/decipher/
Questions?
Contact Information

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